

seaQuest™

DSV



Instruction Manual

SUPER NINTENDO
ENTERTAINMENT SYSTEM



For maximum enjoyment, please read this instruction manual thoroughly before playing.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.



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welcome aboard

In your fitful sleep, you dream of adventure on the seas: pirate skirmishes, sunken treasures, lost cities beneath the waves... You awake to the gentle chime of the message pad. Looks official - maybe it's about graduation.

ueo training center, hawaii



Congratulations. Due to your exceptional scores throughout Academy training, you have been invited to participate in a computer-simulated maneuver to evaluate your potential as captain of the seaQuest DSV. You will be expected to perform to the highest standards during this simulation, demonstrating your technical skills as an officer as well as diplomatic skills as a keeper of the peace.

As you know, the United Earth Oceans organization was formed in the hope of bringing together the various confederacies formed beneath the seas. Multinational corporations exploit the vast riches of this unexplored territory, guarding their mines, farms and factories while

they prey on their competitors. Industrial sabotage and human error on land cost fortunes – undersea, they cost lives.

The UEO is the law down there, and the seaQuest DSV is enforcer, protector, explorer, and symbol of what we hope the world will become. It is the largest, fastest, most powerful research vessel ever launched. The UEO is looking for the very finest officer to captain this vessel. It is our hope that you are that officer.

Travel and schedule arrangements are attached. Good luck.



Admiral Mori
UEO Central Command

Heavy stuff. You check the address and read it two more times. You've got time to pack and catch the next jump-jet.

Hmmm. Maybe dreams come true after all...

initiate simulation

The enclosed training package contains one seaQuest DSV game pak. Deactivate all on-board power to your Super NES and place the game pak in the Super NES's aft receptacle. This is a one-trainee simulation - attach a game controller to Port One of your Super NES. Reactivate your Super NES. Introductory screens will be followed by technical descriptions of available mission vehicles. Press the Start Button to begin the simulation.

If you successfully complete the simulation and achieve the rank of Petty Officer, you will be awarded active duty on the real seaQuest.

If you fail, the simulation will end.



controlling the simulation

This simulation has been designed as a replica of the bridge controls of the seaQuest.

Further information regarding controlling the seaQuest and its vehicles will be detailed later in this manual. At this time, familiarize yourself with the general button configuration of your Control Pad.

L & R Buttons

Use the L & R Buttons to target the seaQuest's homing missiles.

Press L, R, and A Buttons simultaneously to self-destruct mission vehicles - may be useful on some missions.

Control
Pad



X Button

A Button

B Button

Y Button

Select Button

Press to toggle from the seaQuest control to Main Control Screen or to return to the Main Control Screen from other screens.

Start Button
Press to pause.



The seaQuest

The future's most powerful submarine is at your command. The controls for your simulation are the same as the controls of the real seaQuest.



Control Pad: Pilot the seaQuest in any direction. Press Up to move ahead. Press Down to move astern. Press Left to rotate port. Press Right to rotate starboard.

Select Button: Go to Main Control Screen.

Start Button: Pause simulation.

X Button: Surface - hit twice to surface fully.

A Button: Dive - hit twice to dive fully.

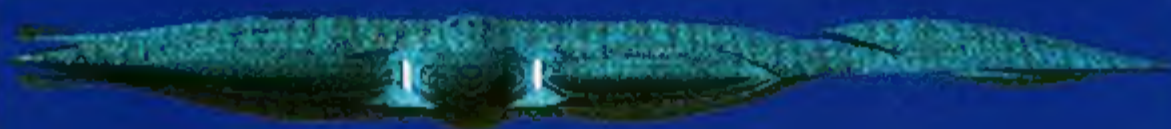
Y Button: Fire primary weapon.

B Button: Fire secondary weapon.

Left or Right Button: Select a target if a homing weapon has been selected (orange targeting cursor will appear above the seaQuest) see pages 14 & 15 for further information on weapons.

Take care not to crash into or fire upon undersea buildings - Confederations don't take kindly to renegade subs.





seaQuest DSV 4600

DATA: Commissioned by United Earth Oceans Organization in 2018 as the largest, fastest, most powerful submersible in history. Contains both scientific and military personnel and is capable of accomplishing extensive research, defense, and peacekeeping missions. Equipped with a variety of sensory probes and multifunction utility vehicles.

NOTE: Once you begin a mission, you must complete it. If you abort the mission by returning to the seaQuest Main Explore mode, the game will automatically end. On the Main Control screen, press L, R, and Select to exit to the Main Explore mode.



captain on the bridge

Your simulation has begun, trainee. You must quickly become familiar with the operation of the seaQuest if you are to advance in rank and pass this test of your abilities. The Main Control Screen shows the entire seaQuest bridge. From here, you have access to all ship's systems. Use your Control Pad to move the on-screen cursor to the different buttons. Use the ABXY Buttons to click an on-screen button.



Main Control Screen

In general, your missions will consist of:

- 1) Receiving an incoming transmission, alerting you to a situation in your quadrant,
- 2) Using the Information Screen to read the transmission,
- 3) Using the Navigation Display to locate the mission site with WHISKER probes,
- 4) Piloting the seaQuest to the mission site to correct the situation, or
- 5) Launching the appropriate vehicle or vehicles to complete the mission.

main control screen

The vehicle display [A] shows the number of each vehicle in the Sequester today and if Darwin and the Hyper-React Probe are onboard. Vehicle descriptions are on pages 1 & 22.

The weapons display [B] shows the name of each loaded weapon and the results of using the weapon. You can select which weapon to use. Weapons are assigned to the F Button and the B Button. Move the on-screen cursor to the weapon you want to use. Press the MORE button to see additional weapons and press the F or B Button to assign the selected weapon to the button you press. The weapon assigned to the F Button will be highlighted in green. The weapon assigned to the B Button will be highlighted yellow. If a weapon runs out you will see an on-screen message stating OUT OF AMMO and you will have to switch to another weapon. Further information on using weapons can be found on pages 14 & 15.

The INFO button [C] will take you to the Information Screen (pages 12 & 13) which will show important messages. If the Sequester has an incoming transmission, you will see an on-screen message and the INFO button will flash to alert you.



main control screen

The BAY button [D] will take you to the Launch Bay. Here you can select different vehicles to carry out missions. The Launch Bay information is on pages 11-21. The BAY button will flash when you arrive at a mission point. If you are not near a mission point you cannot enter the launch bay.

The NAV button [E] will take you to the Navigation Screen. Here you can use your Control Pad to scroll across a map of your current ocean quadrant.

Use the **Left** or **Right** Buttons to activate the seaquest's WHISKER probes. Silver X's on the map indicate mission sites. A flashing silver X on the map indicates the origin of the last transmission. Hit the **Select** Button to return to the Main Control Screen.



The PASS button [F] will take you to the Password Entry Screen. You will receive a password each time you complete a Quadrant.

Entering a password in the Password Entry Screen will allow you to start at the beginning of that Quadrant with the same items and money you had when you received the password.



main control screen

Indicators at the bottom of the Main Control Screen display your Current Funds [G] and your Total Funds [H]. Funds will be provided by the IEC or by grateful confederations. Current Funds are used to purchase items. Total Funds are used to indicate cumulative score.

Your current Rank [I] is shown by the text display and rank insignia. You will need to advance your rank in order to complete certain missions. Promotions will be given if you complete missions successfully and demonstrate sound tactical skills. Rank and rank insignia are described on page 23.

The Mission Summary Display [J] at the bottom of the Main Control Screen shows important messages or a brief reminder of your current mission based on your most recent transmission. Refer to the Information Screen for more detail.

From the Main Control Screen, press the Select Button to pilot the mechs to a new location.



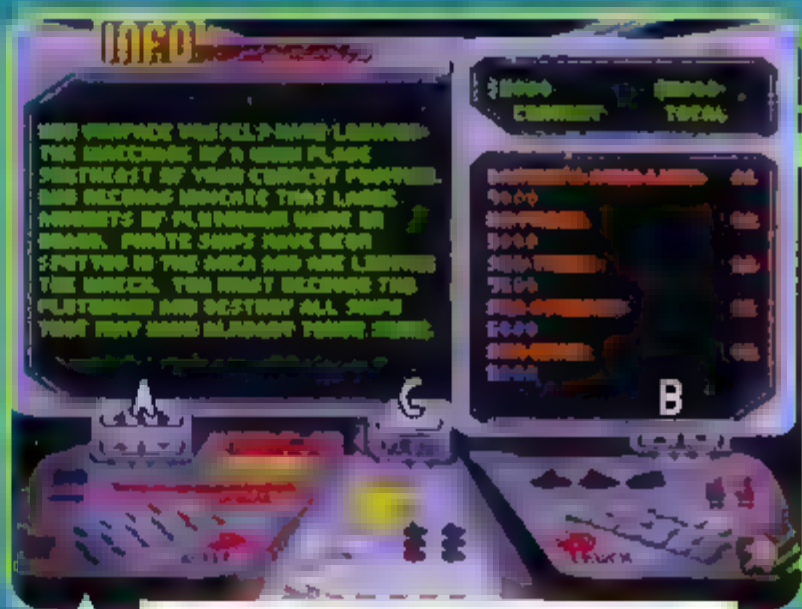
information screen

There is more to this screen than just passing on information. The Information screen also serves as a display for the ship's inventory. The ship's inventory is a list of all the items in the ship's stores. The ship's inventory is a list of all the items in the ship's stores.

To access the Information screen

Use the Control Pad to move the on-screen cursor

to the buttons at the bottom of the screen. Use the ABX Buttons to click.



Information Screen

Use the buttons under the main display [A] to move left and right through stored messages and to scroll up and down long messages. Read all messages and transmissions carefully. They will give you clues as to how you should proceed.

Use the buttons under the inventory display [B] to scroll up and down the list of items in the ship's stores. The inventory display shows the name of the items in the ship's stores, the number remaining, and the replacement cost. Items can be lost. Weapons and other items can be purchased using current funds by highlighting the item and pressing the B Button.



information screen

See pages 14-27 for a description of inventory items.

Use the rank score button to display the rank you will need to achieve to complete your current mission in each quadrant.

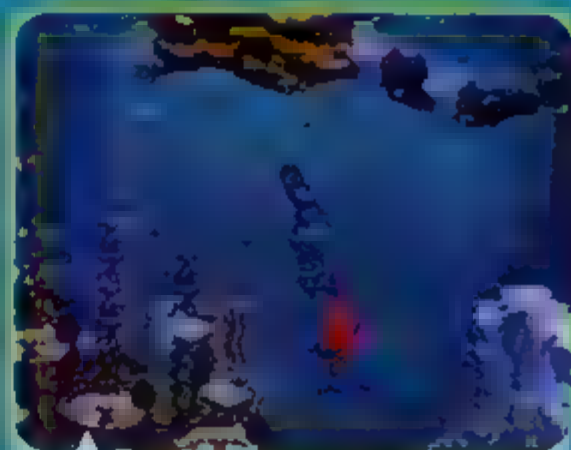
Press the Select button to go to the next screen.



weapon systems

Although the SeaQuest is a research vessel, it has been equipped with the latest armaments to enforce peace on the ocean floor. Weapons can be assigned to the Y and B Buttons (see page 13).

All weapons are limited in supply. Weapons can be purchased by highlighting the weapon on the Information Screen and pressing the B Button.



Type I Torpedo: Short range non-guided torpedo. 50 in store.



Type II Torpedo: Moderate range guided torpedo. Using a primitive guidance system, Type II torpedoes seek targets at different depths. 25 in store.



Type III Torpedo: Moderate range guided torpedo with large payload. Targeting and guidance systems operate at moderate range. Can be decoyed by enemy counter measures. 15 in store.



Type IV Torpedo: Long range guided torpedo with large payload. Targeting and guidance systems operate at long range. Cannot be decoyed by enemy counter measures. 10 in store.



weapon systems



Titan Missile: Extremely long range guided missile. Largest payload and greatest targeting distance. A formidable weapon. 2 in store.



Small Pulse Laser: Short range plasma burst weapon. 50 shot capacity.



Medium Pulse Laser: Moderate range plasma burst weapon. 25 shot capacity.



Large Pulse Laser: Long range high-intensity plasma burst weapon. 15 shot capacity.



Decoy Counter Measure: The Seaquest ejects decoy pod from stern. Decoy can detonate tracking missiles or mislead enemy subs into attacking it. An effective escape maneuver. 25 in store.



Confusion Counter Measure: High energy defensive electromagnetic pulse momentarily scrambles guidance and tracking of enemy missiles. 2 pulse capacity.



Mine: Powerful timed explosive ejected from stern. Can detonate tracking missiles or damage pursuing enemy subs. 50 in store.



launch bay

At the Readout, you will see a list of vehicles and their status. The Readout will show the status of each vehicle and the last Readout. The Readout will show the status of each vehicle and the last Readout. The Readout will show the status of each vehicle and the last Readout.

Use your Control Pad to highlight one of the vehicles and press the ABXY Buttons to launch. If the count for a vehicle reads zero, that vehicle is not in the bay and cannot be launched.



Once a vehicle has been launched, it will appear outside the seaquest near a pick-up buoy. If you return to this buoy, the vehicle will be taken aboard the seaquest to be exchanged for a different vehicle or to move on. If a vehicle is damaged on a mission, you will be shown a readout of remaining hull integrity. If a vehicle is destroyed, you will return to the launch bay to select another vehicle. Remember, once you start a mission, you must complete it successfully. It is your duty to protect sea life during your mission - you are here to protect them.

From the Launch Bay, hit the ABXY Button to return to the Main Control Screen.

crab

The crab is a multi-functional mining and recovery vehicle with several manipulator arms.

Armament: Hull-breaching drill.

Armor: High-pressure plastic with steel plating.

Propulsion: Attitude jets.

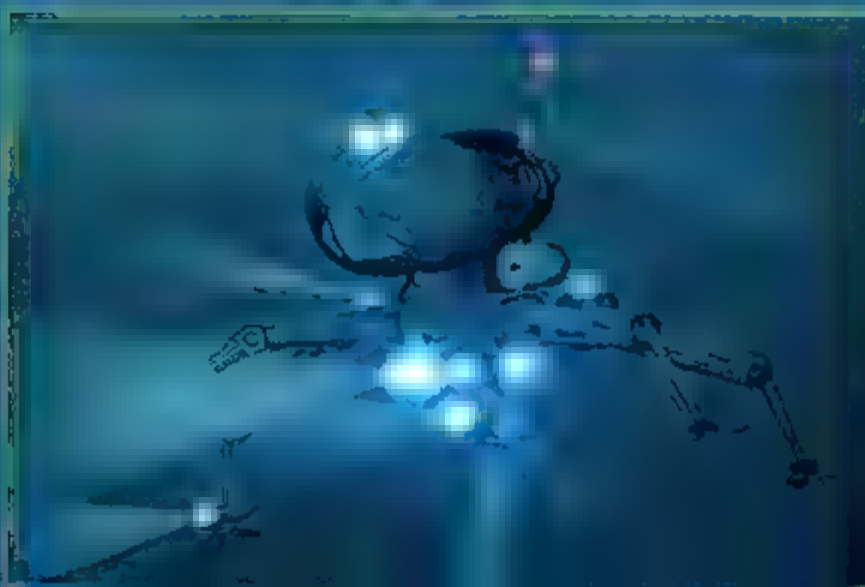
Crew: 2.

Special Features: Equipped with thruster jets for upward thrust or for removing sediment for salvage operations.

Control Pad: Move in any direction.

X Button: Drill into certain materials.

B Button: Fire thruster jets.



stinger

The Stinger is a one-person attack sub.

Armament: Hydro-pulse laser.

Armor: Bio-organic carbonite plating.

Propulsion: Mechanical tail.

Crew: 1.

Special features: Very fast and maneuverable.

The Stinger is capable of moving in 360 directions.



Control Pad: Rotate left and right.

B Button: Forward thrust.

T Button: Fire missed weapon.



sea speeder

The Speeder is a fast, heavily armored transport and defense vehicle.

Armament: Low-charge energy-plasma torpedoes and sonar-directed mines.

Armor: Carbon-fiber plating.

Propulsion: Hydro-jet turbines.

Crew: 2.

Special Features: The Speeder serves as a fast, armored shuttle or attack sub.

Control Pad: Move in any direction.

X Button: Turn Speeder about.

Y Button: Fires torpedo.

B Button: Fires Seeker Plasma Charge (SPC).

*SPC is a homing Plasma Charge that will zero in on the closest enemy target.



sea truck

Role: Sea truck is a multi-purpose transport for people, equipment and supplies.

Armaments: High-charge energy-plasma torpedoes and rear-launched proximity mines.

Armor: Steel beams and hull.

Propulsion: Multi-directional jets.

Crew: 2-6.

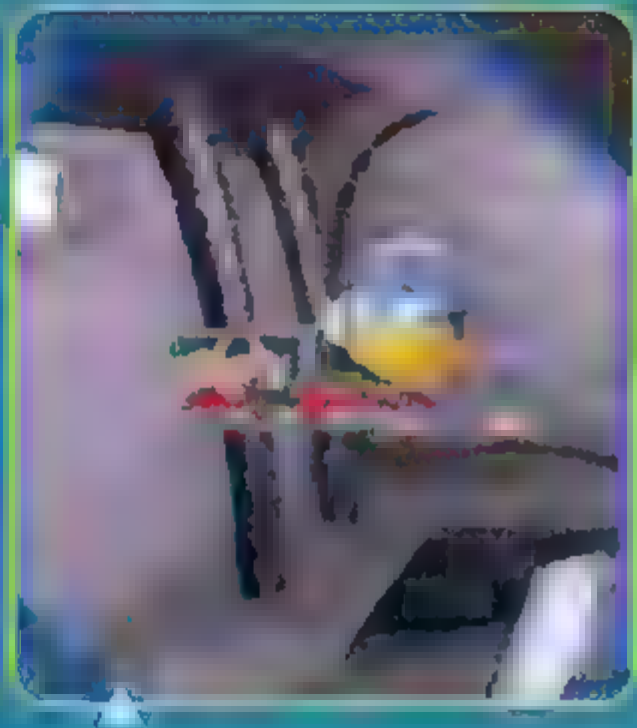
Special features: Equipped to back up operations, the truck is ideal for salvage operations.

Control: Pant. Mov. in any direction.

X Button: Turn Truck about.

Y Button: Fire torpedo.

B Button: Release mine from stern.



hyper-reality probe

Not a vehicle: The H-R Probe is used for exploration.

Reconnaissance: (H-R) repair operations in dangerous situations.

The Probe is controlled by a crew member aboard the seaquest through a virtual reality headset and handpiece.

Armament: Low-energy hydro-pulse laser.

Armor: Carbon plating.

Propulsion: Servo-controlled hydro-jets.

Crew: None (remote-controlled).

Special features: Extension arm is equipped for underwater welding and can be used to activate switches. H-R Probe is capable of diving to extreme depths. Used to repair broken pipes and can withstand great temperatures.

Control Pad: Move in any direction.

A Button: Flip switches.

X Button: Turn probe about.

Y Button: Fire low-intensity weapon.

B Button: Activate welding arm.



darwin

Darwin is a bottle-nose dolphin and a member of the Seagues. It is highly intelligent and through the use of the rebreathing unit can perform many underwater missions.

Armament: None.

Armor: None.

Propulsion: tail.

Special features: Darwin can hover in place and can swim against strong ocean currents and could disable other craft.

Control Pad: Rotate left and right.

B Button: Swim forward.

A Button: Flip switches.



Ranking

Enlisted:



Seaman Second Class



Seaman First Class



Petty Officer

Must receive this rank
in previous active duty



Chief Petty Officer

Officers:



Ensign



Lieutenant J.G.



Lieutenant

Must achieve this
rank to advance to
next quadrant



Lt. Commander



Commander



Captain



Commodore



Admiral

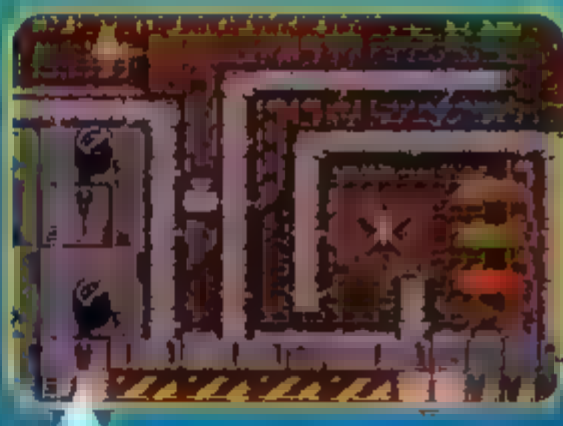
Must achieve this
rank to complete the
final mission



missions

As you progress through the game, you will be assigned various missions. These missions will range from simple tasks, such as repairing damaged equipment, to more complex tasks, such as defeating enemy forces. The missions are designed to help you learn the game mechanics and to provide a challenge. The missions are also designed to help you progress through the game and to achieve your goals. The missions are also designed to help you learn the game mechanics and to provide a challenge. The missions are also designed to help you progress through the game and to achieve your goals.

Some of your missions (for example, the repair of critically damaged equipment) will be timed, and a timer will appear in the upper right corner of the display to indicate time remaining. Unless you complete timed missions before the timer reaches zero, the mission will fail. If you leave a timed mission, the timer will keep running. To return to the request's controls from a timed mission, press the R and Select Buttons simultaneously while on the Main Control Screen.



Keep in mind that advances in the game are based upon completing your missions. The game will have to achieve certain rankings before you can proceed to different ocean quadrants.



missions



You may find that the seaquest will receive multiple transmissions at once, all asking for assistance. As commanding officer you must set priorities and determine which situations require the presence of your

ship. If you need to move past the Information Screen and read them - don't worry, you won't lose time by returning to the Information Screen.

As you proceed with your missions, they will increase in complexity and you may find that you will need to use several tactics to achieve your goal. For instance, shutting down a power reactor under attack might involve fighting off pirate submarines with the seaquest, sending out a Stinger to eliminate small enemy vessels, and then having Darwin flip the switches to close the reactor down.



Be resourceful and read transmissions carefully.

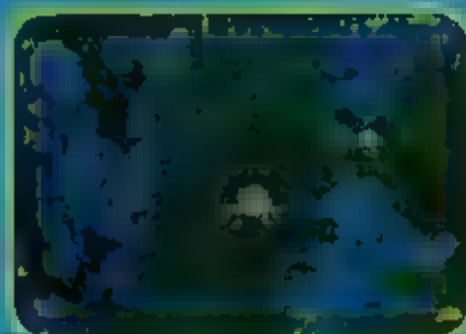


mission log

THE SECOND ANNUAL REPORT OF THE

[illegible]

2002年12月10日

**KEY'S REPRESENTATION, INC.**

The explosion occurred about 100 miles off the coast of Mexico, 11,000 feet deep. The ship was carrying 100 passengers and 10 crew members. The ship was carrying out of oxygen tanks for the crew and passengers. The rescue team was only able to rescue the crew. Only the ship was equipped with a docking hatch and must be used to save the passengers.

87 KINGS LANE, WOODBURY, N.J. 08961

CONFESSION



SPEEDER CHASE

The United States Customs Service (USCS) Pearl Harbor, Hawaii, is currently the largest USCS port of call command. Incoming inspections of aircraft indicate large numbers of smugglers are using the United States Customs Service necessary.

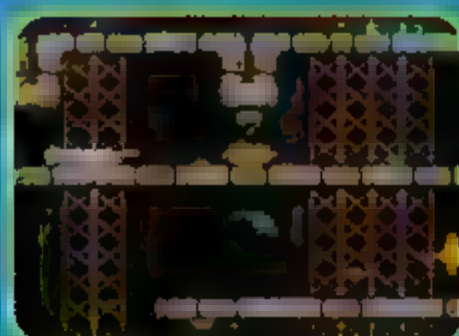


mission log



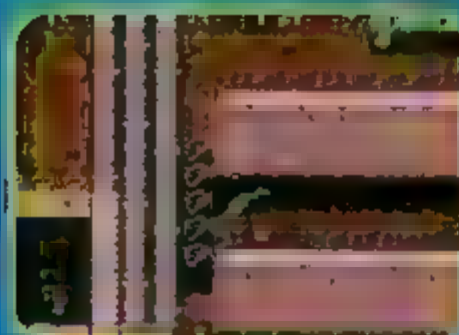
SEAL LEAKS IN OIL TANKER HULL

The oil tanker has been sunk by ecological terrorists who are attempting to destroy the Oceanic Reserve area and use the released oil to defeat the mission. Any damage to the tanker must be repaired on the spot. Repairing leaking pipes.



DISARM THE SECURED SYSTEMS

The power is locked off and rendered unusable. To restore power, you must use various tools to change the display on each of the power switches. There are 3 systems with 3 switches in each system - 24 switches altogether. Avoid destroying security devices.



REPAIR NUCLEAR REACTOR

The cooling systems of a nuclear reactor have failed and meltdown will occur in 10 minutes. You must use various chips to seal coolant leaks and gain access to the reactor's core. Radiation shielding must be located and used to shield your ship before reaching the core.

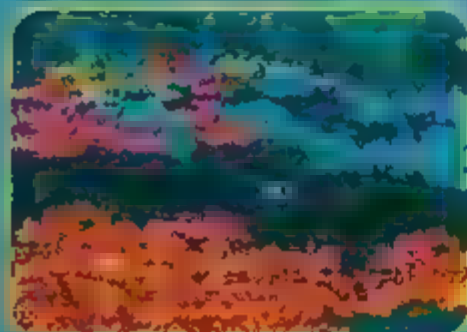


mission log

1. DEFUSE BOMB

2. DISPOSE

3. DESTROY DRUG WAREHOUSE



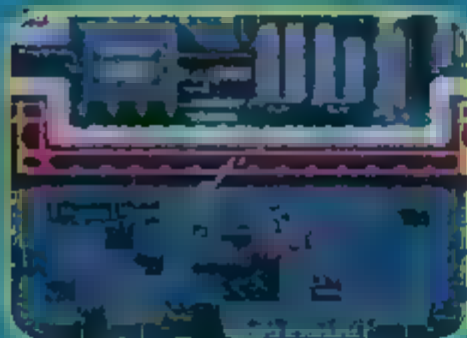
GREAT BARRIER REEF

U.S. intelligence agents have located a Moray drug processing lab on the Great Barrier Reef. The reef is a popular tourist destination and a major source of income for the pirates. The seaquest must now locate and defuse the bomb.



DISPOSE OF TOXIC WASTE

U.S. intelligence agents have located a Moray drug processing lab on the Great Barrier Reef. The reef is a popular tourist destination and a major source of income for the pirates. The seaquest must now locate and defuse the bomb.



DESTROY DRUG WAREHOUSE

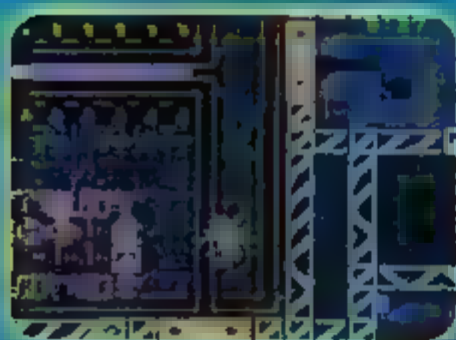
U.S. intelligence agents have located a Moray drug processing lab on the Great Barrier Reef. The reef is a popular tourist destination and a major source of income for the pirates. The seaquest must now locate and defuse the bomb.

mission log



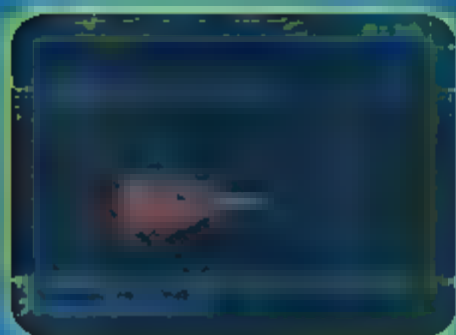
ATTACK ON ARC-CON PRISON

■ Enemies in a security facility have seized control of the security system and are escaping. Locate and destroy all of the power relays in order to reach and disable the main power core. The sequence must be completed before more reinforcements arrive.



RESTORE COLONY LIFE SUPPORT SYSTEM

■ Moresy forces have endangered a colony by removing the sections of the life support system. Locate each of the pieces inside the colony and return them to the colony's central power structure quickly, or the Moresys will take over the colony.



DISARM BOMB IN BATTLESHIP

■ The Moresy organization has placed a hydrogen bomb inside a sunken battleship. They plan to detonate the bomb, causing a massive earthquake. Since the battleship is located in a deep ocean trench, you will have to use the H-B Probe to reach it.



ENGAGE MOREY PIRATE BASE

■ Intelligence sources have located the Moresy base of operations. They inform us that the Moresy leader will be at the base.

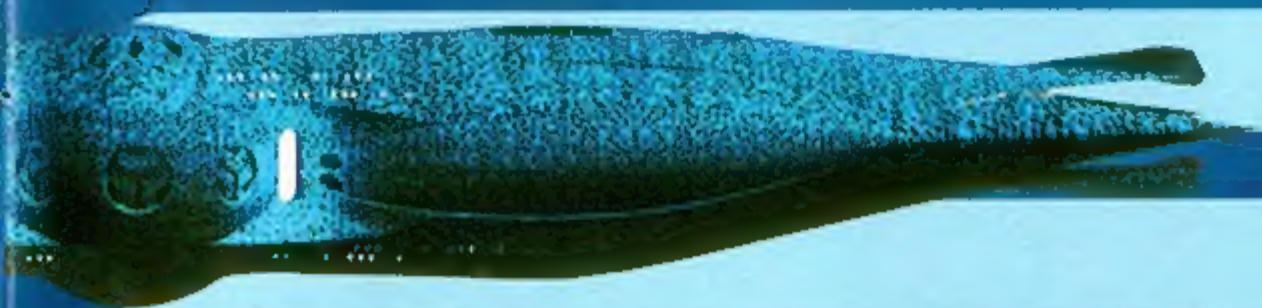
>>SATELLITE UPLINK BROKEN * TRANSMISSION LOST * END TRANSMISSION LOG<<



passwords



passwords



mission assistance

Keep an eye on the damage your vessel has received. If the seaQuest has been damaged, use your countermeasures to escape from attackers.

Your ability to self-destruct a mission vehicle may be useful during the nuclear reactor mission.

Conserve the seaQuest's weapons - they are limited and if you fire wildly, you're more likely to hit a friendly oil refinery.

All of your mission vehicles are useful for different purposes - experiment and find out how to accomplish various tasks. On-screen hints may let you know which vehicles will work in a particular situation.

If your mission vehicle is damaged, return to the Launch Bay. Once in the Bay, select a different vehicle (if you have only one of the damaged vehicle) then return to the original vehicle and complete your mission.



limited warranty

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MALIBU GAMES warrants to the original consumer purchaser that this Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, MALIBU GAMES will repair or replace the PAK, at its option, free of charge.

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2. Notify the MALIBU GAMES Consumer Service Department of the problem requiring warranty service by calling: (818) 501-3241. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the MALIBU GAMES service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

**MALIBU GAMES Consumer Service Department,
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302**

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